

COLECO VISION®

EXPERIENCE

The Magazine of Computerized Entertainment

Winter 1984 \$2.00

EXIT

COLECO GOES TO THE MOVIES!

THE MAKING OF
WAR GAMES (THE GAME).

COMPUTER
KIDS
STRIKE IT
RICH!



A NEW EXPERIENCE.

LOOK FOR IT
AT YOUR LOCAL
NEWSSTAND

ADAM™
FAMILY COMPUTING

COLECO VISION®

EXPERIENCE

VOL. 1, NO. 3

WINTER 1984

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MEET ADAM.™ THE COLECOVISION



Now command the powers of a fully networked 80K computer system. Adam. The power of a professional keyboard. A built-in word processor program. High speed digital data memory drive. Daisy wheel printer. And Super Game™ System. All in one package.



**ADAM™ THINKS LIKE YOU,
SO YOU DON'T HAVE TO
THINK LIKE A COMPUTER.**

Until now, people had to adapt to computers to use them. You had to spend a lot of time learning "the computer's language."

ADAM™ PERFORMS TASKS NO ORDINARY HOME COMPUTER CAN.

Adam has a built-in 80K memory which expands to 144K. So your memory capability is enormous, giving you more flexibility than any ordinary home computer.

But that's just the beginning.

Adam components are actually six separate computers, all working in harmony with each other as a network called Adam Net™.

So, while one component is working on one task, other Adam components are automatically taking care of others.

ADAM™ GIVES YOU A PROFESSIONAL KEYBOARD.

The Adam keyboard is more advanced than those found in many of the more expensive computers.

Not Adam. Adam actually adjusts to the way you think and "talks to you" with simple pictures and words.

So every member of the family can start working with Adam right away for home, school and super arcade game play.

ADAM™ SOFTWARE GOES BEYOND "STATE-OF-THE-ART."

Adam uses a totally new kind of software, a high-speed "digital data pack." It can load programs with amazing speed and store up to 250 pages of double spaced typewritten text.



ADAM[™] FAMILY COMPUTER SYSTEM.

The Adam keys are dropped and sculptured for maximum efficiency. There are 75 full travel keys, plus numeric keypad with joystick cursor control. And the keyboard attaches to the memory console with a coiled cable for comfortable and convenient use. So you can even type on your lap!

THE ADAM[™] PRINTER GIVES YOU A HIGH QUALITY ELECTRONIC TYPEWRITER AT HOME.

Adam comes with a letter quality, daisy wheel printer (a peripheral that would cost you as much as the entire Adam system on many other home computers).

It's an 80 column printer that uses standard ribbon cartridges and interchangable daisy wheels for different type styles. There's a 9½" wide carriage for either single sheets or fanfold paper. And the Adam printer types in both directions at a rate of 120 words per minute.



ADAM[™] COMES WITH THREE SMART[™] SOFTWARE PROGRAMS.

The SmartWriter[™] Word Processor Program is built into the system. So you can edit and revise as you write making even the most difficult writing simple and fun. Adam encourages word, sentence, even entire paragraph insertions. And a SmartBasic[™] digital data pack, which is source code compatible with AppleSoft[™] BASIC and the Buck Rogers[™] Planet of Zoom[™] Super Game pack are also included.

ADAM[™] OFFERS YOU CP/M[®] COMPATIBLE PROGRAMS.

The most popular of the thousands of CP/M[®] compatible programs will be available on Adam digital data packs.

And soon there'll be additional Adam Smart Software for every member of the family. Like Financial Management, with the Adam integrated information management system. We call it Smart for 3: Interactive learning programs, adventure games, strategy games, and more arcade favorites.

ADAM[™] IS THE BEST GAME PLAYER YOU CAN BUY.

The Adam Super Game[™] System introduces super graphics. All the arcade screens. All the bonuses. All the intermissions. Even a "Hall of Fame."

Adam includes the Buck Rogers[™] Planet of Zoom[™] Super Game pack, two joystick controllers, and plays all ColecoVision cartridges and accepts all ColecoVision expansion modules.



ADAM[™] COMES IN TWO MODELS, BOTH DO EXACTLY THE SAME THING.

Adam is available in an expansion module for your ColecoVision[®] Video Game System. If you already own ColecoVision all you have to do is plug in the Adam computer module, and begin working with the most sophisticated family computer system you can buy.



A LETTER

COLECO

To Our Readers

Welcome to the Winter '84 issue of **EXPERIENCE**

The close of our year is past. The excitement of Coleco's new Super Game Series, the making of a cartridge based on the hit movie Star Wars, a great inside the Super Computer Center "Star Wars" and an interview with a new Super Game Series cartridge and documentation for Super Game Series.

In our Fall '83 issue we introduced **ASAR**, the revolutionary new Coleco-designed Family Computer System. **ASAR** and Super Game Series bring video game play to whole new levels of "excitement and thrills." The new Super Game Series are featured on page 6 and may save a's coming your way in the months ahead.

The easy-to-use **ASAR** opens the door to the business opportunities at over 100 people of all ages. Our "Big Game" feature story on page 14 profiles several teenagers who have already turned their computer skills into profits. Maybe you can, too, with **ASAR**.

And there's more. In this issue we introduce our brand new magazine for 1984, **EXPERIENCE**. In addition to regular updates on all the exciting new **ASAR** computer hardware, software, address and video games, **EXPERIENCE** computing will provide hundreds of helpful tips and easy-to-follow instructions for using **ASAR** games.

So look forward to "We're Here to '84" from Coleco!

Sincerely,

Alfred Kahn

Alfred Kahn
Sr. Vice President, Marketing
Coleco Industries, Inc.

EXPERIENCE

PUBLISHED BY COLECO INDUSTRIES, INC.

ASSOCIATE EDITOR: TERRY BAY & MARK BROWN

EDITOR: LAMAR D. STEPHENS

DESIGN AND PRODUCTION: MARK HODGE (1984)

REPRODUCTION: DAVID D. HODGE, INC. REPRODUCTION

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EXPERIENCE

Printed and Published in the U.S.A.

FREE

ColecoVision News

FINAL

Coleco Cops Vid-Games Awards

WHAT DO COLECO'S DONKEY KONG™ video game cartridge and Coleco President Arnold Greenberg have in common? Both were winners at *Ballboard Magazine's* First Annual Video Game Award Ceremony held earlier this year in San Francisco. Coleco's **DONKEY KONG** cartridge was named (what else?) Game of the Year and Mr. Greenberg was named (what else?) Video Superstar of the Year. The **DONKEY KONG** cartridge, which is an authentic reproduction of Nintendo's® American smash hit arcade game, has been the No. 1 best seller on Ballboard's video game chart since it was established in 1982. Mr. Greenberg won his award in recognition of the major contributions that Coleco has made to growth and productivity in the video game industry. We're betting that when Ballboard gets around to naming a Computer Superstar of the Year, award Greenberg will be a shoo-in for the introduction of the revolutionary new ADAM™.

In a related development at the Consumer Electronics Show in Chicago this summer, Adam West Star of *The Batman* series presented Coleco with two Videogaming (Vid-Game) Awards: Best Action/Adventure and Best Arcade Game for **DONKEY KONG**™ and Best Children's Game for **SAVARY™ RESCUE** in GARGOYLES™ CASTLE and Best Graphics for **JAZZKON™**.

Plus, Video Games Player Magazine presented Coleco with four Golden Joystick Awards: Best Arcade Adaptation and Best Arcade Game for **DONKEY KONG™**, Best Children's Game for **SAVARY™ RESCUE** in GARGOYLES™ CASTLE and Best Graphics for **JAZZKON™**.



COLECO AND SCHOLASTIC ANNOUNCE NEW ADAM™ COMPUTER MAGAZINE



SCHOLASTIC, INC. PUBLISHER of Scholastic Monthly and Family Computing magazines will publish ADAM™ Family Computing for Coleco's ADAM Family Computer Sys-

tem. The magazine will be published quarterly and will be available through subscriptions and at newsstands. A free 600-year subscription will be offered in the ADAM package to all purchasers of the ADAM Family Computing System and ADAM Family Computer Module who send in the warranty card. Each issue will highlight user activities such as home financial management, homework helpers, word processing games and programming, as well as human interest stories, rib ticklers, and reviews of upcoming products.

Donkey Kong™ At Harvard

IT'S NICE TO KNOW THAT THE geniuses at Harvard have figured out what we know all along: that video games are not only great fun, but good for you, too. At a conference on video games sponsored by the Harvard Graduate School of Education, researchers and scientists went on for us to suggest that—as Time Magazine put it—video games may turn out to be one of the most powerful teaching tools ever devised.

And *ColecoVision™* won all the major awards in Electronic Fun With Computers and Games Magazine's Hall of Fun. Awards Presented at a ceremony held in New York during the recent Electronic Fun Expo: winners were selected through a reader poll conducted by the magazine. **DONKEY KONG JUNIOR™** was voted Most Fun Game, Best Driving Game, and Best Action-to-Humorous Thriller. Other ColecoVision winners were **TAHMO™** for Best Driving Game

COLECO ENTERS DRAGON'S LAIR™

COLECO INDUSTRIES, INC. and Magnavox Inc. have recently signed a licensing agreement granting Coleco the exclusive worldwide rights to manufacture a home computer software version of **DRAGON'S LAIR™**—the first fully-animated video arcade game.

DRAGON'S LAIR is a breakthrough in video game design and is the first video arcade game to combine selected computer technology with full animation. It is a revolutionary new form of entertainment—the participatory movie.

and **JAZZKON** for Best Action and Best Graphics.

The consumer's selection of Coleco for these awards is evidence of their enthusiasm for our product," said Al Kahn, senior vice-president marketing at Coleco. "We are grateful to be honored by them in this way."

Ring! Ring! Video Games Calling

BETTER START POLISHING UP your playing skills, there are an awful lot of players out there in telephorland to match video game wits and reflexes with!

Lend us to Coleco to think of a new way to enjoy videogaming. AT&T and Coleco have announced an agreement to develop a joint venture for an interactive game and entertain-

ment service. Using existing telephone lines and a special AT&T/Coleco modem, consumers who own home computers or video game systems will be able to use the phone to play the latest in interactive and strategy games, including arcade favorites and other entertainment software. The service should be available to subscribers in 1984.

WHAT'S NEW?

SUPER GAME PACKS FOR YOUR ADAM COMPUTER SYSTEM



BUCK ROGERS' PLANET OF ZOOM Super Game by SEGA

The **BUCK ROGERS' Planet of Zoom** Super Game has all the action of the arcade game and more. In the totally new Roadway sequence you must fight enemy tanks, planes and alien walkers as you fly beneath tunnels fortified with countless gun batteries. Trenches now have walls that block your path, and asteroids present new hazards in space sequences. You must still destroy all four engines of the Command Ship and hit its gate in order to vanquish it (but the Buck doesn't stop there). Navigate through the deadly Space Warp Tunnel and reach the emergency station where you are saved a new shock fighter and sent back out to protect the galaxy. Super **BUCK** features a Hall of Fame scoreboard which can be printed out, a pause button and super-enhanced graphics and sound effects.

DONKEY KONG JUNIOR Super Game by Nintendo

All four screens from the arcade are here: the vicious jumpcoats and treacherous rain of pipes. Move Junior along the pipes, but watch out for the electric spikes. Junior can climb them with his tail or jump over them, but if he jumps too high he hits his head. If you get past the fourth screen, you return to the first screen — this time at a higher level of difficulty. There are cartoon instructions plus an opening cartoon in which the Mario™ brothers hail us the cloned Donkey Kong™. Like most Super Games, each player can select his or her own skill level. **DONKEY KONG JUNIOR** also features a pause button and print out Hall of Fame screen.



ZAXXON Super Game by SEGA

ZAXXON Super Game has six (count 'em) screens: three space sequences and two floating fortresses in space. And if you thought you finally figured out how to destroy **Zaxxon**™, think again. This time there's a whole slew of **Zaxxon** robots which emerge from the walls of the Galactic headquarters. Destroy the robots and destroy the base: you'll be treated to a victory sequence complete with flowers and fireworks. Multi-level **Atterdod**—another new screen—features a solid level space city full of alien skyscrapers, force barriers and deadly flame casters. Other enemies include tank-walkers, rider towers, fields of missile pits and anti-gravity ships. Also beware the treacherous dragon's tooth! Voice color and sound enhance the fast-paced two-player game. You can also play head-to-head **ZAXXON** and the print out Hall of Fame screen and pause features are sure to be favorite additions.



NEW CARTRIDGES FOR YOUR COLECOVISION OR ADAM COMPUTER SYSTEM

THE DUKES OF HAZZARD

by Warner Brothers, Inc.

You're going to have to do some hard driving to catch Jeremiah Sledge before he leaves the county. In **THE DUKES OF HAZZARD**, you are behind the wheel of the General Lee. Ahead of you, Sledge is making off with evidence that can take away the Duke's license for ever. In your rearview mirror, Boss Hogg is gaining on you. Use your Emerson Module 83 and all of your driving skills to avoid potholes and oncoming cars—or jump ditches and outrun traps. Watch those curves and sharp turns as you race against time. The thrill of being able to see both in front and behind you adds new dimensions to driving games. Splinter a few bugs on your windshield and turn up the radio to go whole hog—or should we say, Hogg?



WAR GAMES

by MGM/UA

This sub-screen simulation comes so close to duplicating the experience of the movie, you'll find yourself craving popcorn! When you play a war game simulation against the MOSES computer, the only real casualty will be your nerves. Your mission: to defend civilian and military targets in the U.S. against attack. Keep track of your enemy's movements on seven map screens. Quick—enemy missiles, bombers and submarines are moving in on you. Mobilize your defenses! You control top secret sub-interceptor jets, anti-ballistic missiles and killer satellites. But hurry, beat the time limit or you lose the game. And don't let the emergency touch DEFECH On or its too late. Boston—Kenneth Iphigene.

SUPER ACTION FOOTBALL

by Coleco

Speedup is the key in this football simulation for the Super Action Controller. Preplan your lineup ahead of time with your keypad. When the action begins, use the four color buttons to control your backfield. Play against the computer or a live opponent. The scrolling field gives you a grandstand view of the contest. Stop real life passing and running plays can be used in this game. The computer's computer is a good one, so you can't afford to go. You control the running speed with a special speed roller that increases pass the signal and the crowd roars when you score. Who risk life and limb on the field when you can play like a pro without leaving your living room?



WHAT'S NEW?



FRONT LINE *by Luis*

Old soldiers never die—they just press game reset. Old and young soldiers alike will go for the battlefield classic which features the same huge, scrolling background as its arcade parent. You start on the familiar Roadway, a lone infantryman armed only with rifles and grenades. Reach the next battlefield and nab yourself a tank. Watch those leg tanks—they may be slow, but they're deadly. Cross the hedgehog fields, the desert and the river to reach your final objective—the enemy fort. But watch out for the machine guns in the bunkers. They're not in the arcade version. The battlefield changes with each game so you never know where the bunkers and enemy tanks will be. Aim and fire with the buttons on your Super Action Controller. The joystick has eight directional movements.

OMEGA RACE *by Daily Melody*

Highspeedsters live in space and down, and in OMEGA RACE it has to run and out as well. Your drifting ship is trapped in a walled space and must not be killed by enemy Orbits, Command Ships and Death Ships. There are a few places to hide, such as the Tunnel and the Auto Gates. If you're clever enough to drift into them. Based on the vector graphics arcade game, this Commodore64 version offers four levels of difficulty and up to five different play options, including Fast Science Tunnel, Auto Gates, Reflective Walls and Long Game. In Fast Science, bouncing off the wall becomes dangerous. Careful—each time you bounce, your ship speeds up, increasing your chance of colliding with the enemies you seek to destroy! A real control challenge. Plays on the Roller Controller for real fingertip control of game action!



STERN'S FRENZY

If you never lived these yellow happy-faces (Have a nice day!) here's your chance to get revenge. As the funniest command in FRENZY, you must avoid or eliminate the bouncing happy-face. As well as less cheerful robots and robot tanks. Like the arcade version, the maze is different every time. Some of the walls of the maze can be shot away; others deflect bullets. But Evil Otto, the happy-face, can pass right through walls, leaving a trail of destruction. Destroyal! The tanks and robots and you will advance to a harder screen. Destroy Evil Otto and he will be replaced by a faster Otto. One special target will disarm all robots. Another will release four Otto on you at once. But don't panic—you can always press the pause button. Players start with three Commands (or five Commands in skill level one).

HOT STUFF & HIGH ROLLERS

BEST SELLERS

Based on the number of orders pouring into Colgate and the enthusiastic customer response, there are three ten cartridges for Colgate-200[®] as of September 1988. The letters indicate Colgate-200[®] ATN[®], 2800 VCB and Intelli-Text[®] compatibility.

1. **DONKEY KONG JUNIOR**
(C.A.R.)
2. **ZAXXON**
(C.A.R.)
3. **SPACE FURY**
(C.I.)
4. **EXIDY'S MOUSE TRAP**
(C.A.T.)
9. **SMURF RESCUE IN GARGAMEL'S CASTLE**
(C.A.)
6. **SPACE PANIC**
(C.I.)
7. **GORF**
(C.I.)
8. **LOOPING**
(C.I.)
9. **PEPPER II**
(C.I.)
10. **LADY BUG**
(C.I.)

HIGH ROLLERS

L LADY BUG

Leads	Sales	Name
55	1,067,888	Odette Sanderlin New Lenox, IL
76	1,067,152	June L. Purns St Paul, MN
99	2,437,870	Chris Hirschman Montgomery, AL
100	2,485,730	Chris Hirschman Montgomery, AL
107	2,246,480	Collette D Davis Miami, FL
133	3,714,220	Chris Hirschman Montgomery, AL

2. DONKEY KONG JUNIOR

Richard Dawkins	204,000
Dan Brown	202,000
Michael Crichton	201,000
Stephen King	199,000
Michael Ondaatje	198,000
Michael Chabon	197,000
Michael Ende	196,000
Michael C. Hall	195,000
Michael Ondaatje	194,000
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Michael Ondaatje	2,000
Michael Ondaatje	1,000
Michael Ondaatje	0

3. PEPPER U

Bill Rogers
Agawam MA 760 500
Elizabeth Kline
Staring Heights MI 800 600

4. VENTURE

Japan Field	
Portage MI	848-000
Richard Abate	
New Haven CT	1 866-000

5. SMURF RESCUE IN GARGAMEL'S CASTLE

Jim Rogers
St Paul, MN 55107

IN THE WORKS

IN THE WORK
Hunched over their computers in a
crusty lab, Coleco designers are pre-
paring their new games for release
sometime in 1984.

CONGO BONGO™
by SEGA®

STAR TREK
by SEGA

"LAWSON" (formerly "LAWSON") is a new and
 improved... (text continues in a similar pattern, with some words appearing to be repeated or misspelled in the original scan)



WAR GAMES

by Timothy Bay

Creating a cartridge
is more than fun and games.

Essmy suits are lying off the coast of Oregon, poised to launch their IBM's Missiles are streaking across northern Canada, headed straight for Strategic Air Command (SAC) headquarters in Cheyenne Springs, Colorado. Your defense system is on red alert. Submarines are mobilized to strike down the oncoming cargo of death and ADAM (Anti-Defensive Missile) are ready to be activated from their silos. Will you have enough time to destroy the missiles hurtling towards the SAC command post? Can you prevent the enemy submarines on the coast from launching a devastating attack on Denver, Seattle, or other major cities in the Northwest region? The safety of the whole United States lies at the mercy of your agility and strategic savvy.

Fortunately, this is not nuclear war! But the action seems real enough because you are playing WAR GAMES, the new ColecoVision® game cartridge that puts you in the Strategic Air Command hot seat.

Coleco—through an exclusive licensing agreement with MGM/UA—has obtained the right to turn the popular movie War Games into a home video game and home computer software.

Obtaining the rights to the enormously successful War Games film was a coup; designing the game itself proved even more of a challenge. The idea was to create a game that would reflect the spirit of the film while appealing to a fairly sophisticated video game player. It was also decided that the game would try to evoke the high stakes excitement of war games, without dwelling on the nightmare aspects of a nuclear war.

The gist of the movie provided all the inspiration that Coleco game designers needed. A diabolical state-of-the-art computer is pitted in a battle of wit against an ingenious high school computer whiz. The hero

David Lightman (played by Matthew Broderick) is an engaging youngster whose love for computers leads him first into a great deal of mischief, and then into an unprecedented chain of events.

One day while David is poring through the electronic underground, his computer inadvertently links up with Joshua, an electronic brain lying at the heart of the Strategic Air Command defense system. Joshua, more accurately known as WOPR (War Operations Plan Response), is the electronic nervous system of the entire U.S. defense network. David innocently alerts Joshua on a relatively sparse set of war game scenarios. Unfortunately, David doesn't realize this isn't a game. Every possible Russian attack and American response runs through its circuits. The Strategic Air Command officers think that a real attack is underway—the SAC War Room lights up, the whole network of defense bases and command officers go on red alert, while the missiles stand poised at their silos awaiting the fateful countdown.

The film ends with the message that nuclear war is a game that nobody wins, and we wanted to carry through on that theme, said one of the game designers on the project.

We all agreed that WAR GAMES would not capitalize on the questionable possibilities of nuclear war—there would be no multi-level clouds, no body counts for scoring or devastated cities/consumed up/destroyed cities. The game would be a strategic one and the player would adopt a defense role. So the point of the game would be to knock out the enemy attack rather than lay waste to your opponent.

We wanted something more than the standard arcade-type game, repeats one of the designers on the project. We didn't want any simple maze games or a shoot-em-up, but one that would require a feeling for

"We all agreed that...the point of the game would be to knock out the enemy attack, rather than lay waste to your opponent."

strategy and take advantage of the dramatic theme of the movie.

Finally it was decided that the war game simulation would be the focus. It was also decided that the game should carry out the theme of the movie—player matching with against computer. The game was designed to start with a high tech dialogue in which the computer welcomes the player and asks him or her to choose a skill level.

It occurred to Coleco game designers that it might be possible to incorporate the DEFGON alert system into the game. In the movie the state of America's willingness to wage nuclear war is measured by a number code called Defense Condition or DEFGON. DEFGON Five represents the normal peacetime state of vigilance, while succeeding stages of Four, Three, and Two indicate escalating stages of tension and impending conflict. DEFGON One means all out war. Following the defense strategy outline in early story conferences the designers decided that a player would earn bonus points at the end of the game for keeping DEFGON at a low level. Similarly the player would also get points for preventing cities and military targets from being taken up. The idea is that you reward the player for preventing

the country from going to war, explained one of the designers of WAR GAMES.

Meanwhile, research was under way to help give the game authority. One of the two chief designers had a background in war gaming and had helped develop several board games involving military strategy. He took a good deal about the U.S. air defense system—including the possible locations of civilian and military targets.

A Coleco graphic artist spent many hours poring over maps of the United States in order to make the play screens as accurate as possible. The major mountain ranges and coastal outlines and rivers were indicated on the play screens of the different geographical sectors. The amount of memory available in the game system and cartridge dictated certain choices as to which features had to be changed or modified. Once the geography was correct, the designer had to decide what symbols to use for the various game elements—cities, submarines, missile bases—and how to best arrange the elements of the DEFGON scoreboard on the screen.

The pieces of the WAR GAMES cartridge were now coming together. The game was ready to be passed on from the game designers and graphic

artists to the programmers who employed sophisticated video game programming techniques to bring WAR GAMES to life. They took the designers' detailed specifications and the artists' graphics and put them into a mathematical code for their computers. With this code the computer would build complex video images out of thousands of bits (points of light called pixels—the building blocks which form the computer graphic shapes). It took Coleco programmers more than four painstaking months to develop the game from the blueprint provided by designers and artists.

Normally each new game at Coleco is described in the most minute detail by the game designer as programmers know precisely what the designer has in mind. For the WAR GAMES cartridge the game designer provided programmers with 117 pages of specifications. Every detail was accounted for: the speed of the incoming missiles and the time interval between attack waves; the level of difficulty in each of the game skills; the difference in the challenges presented by each of the screens as well as the length of the games themselves; the sounds made by a missile demolishing the player's targets and the way the game sounds should sound. In addition to these hundreds of specifications, the programmers consulted the drawings of the graphic artist in order to understand exactly how and where each element of the game was intended to appear by the end of the programming stage. The game designer was working closely with the programmers to fine tune the game cartridge.

At the production deadline for WAR GAMES, approached the chief designer kept a close watch while the finishing touches were applied. Each modification of game play or difficulty was carefully weighed. Before sending the cartridge into the world, Coleco designers made every effort to insure that it measured up to Coleco standards and to the idea of the game as it had evolved during countless story conferences and long hours at the drawing board.

Meanwhile back at the Big Board, the DEFGON shows that you are entering a critical phase. Will you be able to get your satellites in position to ward off the next enemy attack wave—and outwit Joshua at its deadly game?

***Editor's Note:** All Coleco video and computer games are designed by professional designers. Coleco does not accept game ideas from the general public.



Great news, Colonel... We've gained access to a video screen in downtown Melbourne.

The night was dark. There were no windows to let in the midday light. Despite the air-conditioning blasts of perspiration stood out on the young man's forehead, his sandy hair was soaked, but he looked over his open collar. Heads have stood a century and sometimes older men, his security badge clicking a faint gleam of artificial light.

"You hear?" said the executive with icy detachment.

Is this a scene from a spy thriller?

The interrogation room of the CIA? No. This is Coleco's War Room, the inner sanctum of Videogamedom where Coleco designers at their wits' end fight the latest arcade games in order to find out what makes them tick and, ultimately, to convert them into home video hits. The War Room is the place where video game play-testing becomes a science and an art.

Coleco's War Room doesn't have an armed guard standing outside it, but it definitely has the feel of a top secret installation. It's tucked away in an obscure corner of the company's West Hartford, Connecticut headquarters, and its reinforced door is always kept locked. Once inside, the rest of the world cannot exist. The only sound you hear in this tiny chamber is the muted boom of torpedoes exploding or the munching of snapping electronic jaws. Players speak softly in words of encouragement. Occasionally a cheer will ring out in the darkness. Turning on the lights in the videogamer's sanctuary is likely to draw sharp glances and harsh words. Mega lives in the dark. And the cool dark room has the major of a Zen monastery or a cloud-covered mountain.

For Coleco's designers, playing games is hard work. When we're designing a new cartridge based on an arcade game, we'll spend 11 or 12 hours in there, playing it over and over, anyone amongst. We try to get a handle on all of the gameplay options: features, movement patterns and point values. It's not like we plug into an arcade machine and put out the elements we want. We have to start from scratch, generating new characters that look and move like the arcade versions.

THE WAR ROOM

The top secret bunker where Coleco designers work... and play.

by Marc Berman

Although the War Room is removed from the typical neon lights of a noisy boardwalk arcade, it has the same intense rivalry and excitement found wherever people gather to play video games. Coleco designers and other executives are constantly battling for high scores which are recorded on sheets of paper stuck on cabinets around the room.

A certain unnamed pentagon from Advanced Research and Development has an ongoing battle going with a female competitor from Product Development on the game *WY'DO?* "Whether it's *Widow*, *Mr. Loo!* is anybody's guess, but in the meantime, it's less explosive than dating."

An undisciplined war for prizes began on *SALAM & HOLLO*W, went on for weeks between two game evaluators. Says one, "I'd come in each morning and see her status on the machine. So at lunch I'd go in and play until I beat her score. Then after work I'd go back and find out how close I'd get and had beaten me and put her status back up."

Arcade games currently in Coleco's War Room include *EMERGENCY FRONT LINE*, *BUCK ROGERS' PLANET OF ZOOM*, *ROC A ROPE*, *POWER KONG JUMPH*, *SUBROC 3-D*, *TURBO* and *JUNGLE ANG*. New ones are brought in about once a month and old ones are shifted to other rooms or scored. Veterans of the War Room include *PEPPER*, *POWER KONG*, *TIME PROCT* and *OMEGA RACE*.

A dedicated amateur can rapidly become a pro in this private arcade where there are never any lines and you don't have to spend a single quarter. It's not unusual to find marketing execs, bookkeepers and mailroom clerks slipping in for practice during their lunch break.

Says the Coleco executive, "The War Room started out as a research facility but has become a real morale builder, a lot of fun and a great fringe benefit."

One Coleco designer recently put it another way. "The War Room makes working nights and weekends easier to bear. It's a great place to unwind after work."





Alien Lupper has been teaching computer science courses at Shoreline High School in New York, while maintaining a lucrative sideline as a consultant in computer instruction. This summer Lupper went to London to take a job programming computers for a stock and commodities brokerage company. Alien Lupper is sixteen years old.

Jeff Gold of San Diego, California, is president of his own company, Double-Gold Software, which provides protection against computer piracy by utilizing copy-protect software. This company grosses more than \$2,000 a week, and according to some people, is a leader in the industry for copy-protection. Jeff Gold is sixteen years old.

There was a time when high school students worked after school at the neighborhood lunchette or gas station to earn money for college. Today a high school student, however, are just as likely to be developing computer software as balancing check or changing tires to maintain their future education.

Thus is hardly surprising. The current generation of teenagers has taken to computers as if the micro-processor had been created just for them. With teenagers all over America in a homepach with their hardware, it naturally follows that a new breed of budding entrepreneurs is appearing in the marketplace — computer whiz kids who have turned their talent into a money-making business.

Some of the kids write game programs, others help develop educational software, while still others make good money teaching their elders how to operate these machines.

Vincent Price, a 15 year-old freshman at Stony Brook University, is one of those who has made a tidy profit teaching others how to work with the

newest technology. This budding engineering major started young—he's been working with computers since the 6th grade. It also helps that his father works with the number crunchers—he is a senior computer operator at Kennedy International Airport.

During his high school career at Hempstead High School on Long Island, Price became something of a celebrity because of his avidity with electronic brains. He helped the school purchase 75 computers, trained teachers to operate them, and wrote software for the system. Price has also sold programs to a New York firm, American Peripherals.

This past summer, Price was a co-instructor at Stony Brook, teaching Ph.D.s—many of them more than twice his age—how to use computers. Price, however, is an old hand at explaining this new jargon to professionals; he has been a consultant to about 30 school districts and helped 88 media minister of education set up a computer program. Only occasionally is he age an obstacle, he says. A few years back, a group of Ph.D.s from Hobart University approached Price with an offer to write software for a reading program. That was no problem, but when they asked him to become a partner in the firm,

he had to turn down their offer. He was underage.

Price is in great demand by companies because of his expertise. According to Stanley Silverman, computer coordinator at Hempstead High, Price has been recruited as if he was a seventh foot basketball player. He has also become something of a hero among his peers.

Once recently spoke at his own elementary school, notes Silverman, and it was like Rocky. The kids were standing up and cheering. The object of all this attention is a lot more modest about his accomplishments. A lot of kids around here, if they put their minds to it, can go on to things I've never done, Price says.

Often a group of young people will band together to satisfy their programming talents into a profitable sideline. For example, eighteen-year-old Alan Doree is attending his freshman year at Harvard this fall, paying most of his tuition with money made from his company, Microvisions, Inc., founded last year with three other partners, all students at Great Neck (New York) High School. The company became an immediate money-maker. The youths sold over 500 games to one game distributor. Microvisions also provided high-paying jobs to about 30 students. (The old man at the store is 33.) These writing programs for the games were paid an average of \$400 for each program, and up to \$2,000 for more complex games. The star highlight of the company Alan made about \$20,000. Microvisions, however, was recently disbanded—the last partners were leaving home for college.

Tom Ball is only seventeen and a freshman at Cornell, but he has already sold two games to national distributors, earning him some \$30,000 which will go a long way

by Timothy Bay

**For some teens,
computers
have replaced the
newspaper route as
the road to riches.**

BIZKIDS

"A lot of software distributors are interested in what young kids have to offer...since young kids are their main market."

toward paying his way through school.

Like many in the computer generation, Ball first became intrigued by computers when *SRA256* (WAVES)™ followed the *Atari* in 1979. And won the hearts (and quarters) of young people everywhere. Right away Ball wanted to know how computers could create the magic of video games. The format introduced came shortly afterward when he took a six-week course in BASIC, the computer language at the Northfield-Hill Hermon School's summer session in Massachusetts.

Once again it was a partnership that helped get this entrepreneur rolling. With a classmate, Eric Vancary, Ball began creating video games. He says now that this trial-and-error experience helped him develop his programming skills. Ball also feels that programming is not all that hard. "I've learned to think in logical steps. Doing that just about anybody can learn the skills needed to program."

After months of work coordinating the graphics and programming structure, the designers approached a new software marketing company. Popularized with the game *FALCONS*™ based on an arcade game called *WILDER*™. Since *Pacodilly* was new to the business, they were particularly receptive to young designers. Ball says:

"In nearly two years, about 13,000 *FALCONS* were sold. It continues to sell at the rate of 150-200 a month—a more than respectable figure for a computer game program. The success enabled the young designers to invest in some new equipment, and paved the way for their new game, *WAVE DESTROYER*™ also marketed by *Pacodilly*."

The design team has now split up. Eric is pursuing his technical bent as an electrical engineering major at Rensselaer Polytechnic Institute and Tom is continuing his career as a game designer while attending Cornell as a Computer Sciences major. At present, Tom is working on a new game, *RADAR RANGER*™ which he hopes to sell soon.

Ball feels that the stereotype of the young computer enthusiast as an

obsessed, non-social eccentric is not accurate. In fact, he says that his work with computers has helped him in many unrelated areas. Studying computers has helped him to think more clearly. It's helped him in Math and English. It makes learning music easier, and I've had fun. Except for one crazy week when we programmed most of *FALCONS*, computers haven't dominated my life.

Jonathan Duberman formed his own company, Aristotle Software, at the age of 14 with fellow Chicagoan Ray Monroy, 13. They marketed several computer graphics programs through local outlets and mail order. Jonathan is now selling game programs on his own.

Like many computer whiz kids, Jonathan got an early start working with these machines. He received his first computer when he was 12, and with it he won first prize in a state science fair. He also had a familiarity with the technology because of his father, who sells hardware for Bell Labs.

The time was right for an enterprising young man to learn and market his programming talents. Duberman says, noting that he was learning during a period when the whole industry was developing. The software industry was really just getting underway, and there was a terrific excitement in being part of a young industry. What I quickly discovered was that my own skills, which developed rapidly, were soon keeping pace with what was going on throughout the industry. The relative youth and innovative nature of the software industry makes it very receptive to young designers, Duberman says. A lot of software distributors are interested in what young kids have to offer. It stands to reason since young kids are their main market.

Duberman agrees with Tom Ball that video games provided many kids with a natural introduction to computers.

Kids will see something that they want to create themselves. He also says that there is nothing mysterious about the growing sophistication of kids with computers. The more you learn, the more you want to know, and once you really get into it, the more

you discover that there is so much more to know. It's very exciting that way, and kids naturally respond to that excitement. In my own case, my interest in computers just grew like a chain reaction.

We are a computing family, says Leslie Genter, president of The Learning Company, which publishes educational software for kids from pre-school to junior high age. Her daughter, Con, 13, is a graphic artist who helps design educational software, and Cindy, 10, tests software programs. Both girls work for their mother's company. Dad works in computers, too, as a technician for a major computer manufacturer.

Con first got involved professionally with computers at the age of ten when her mother took some of her computer graphic software and put them in a program called *MADE SRA256*™. The whimsical cutlines, demers and treasures that flowed so freely from Con's imagination were now etched in programs that appeared on video display screens in many homes. Young Con gets royalties from a variety of other programs as well, including *MOPTOK*™ *PRAGE*™ which features a cast of 30 little characters divided into bobbles and bubbles.

Bobbles having noses and big feet. They're green. Bubbles have little curly hair. Con explains:

Leslie is impressed with both her daughters and the way they have adapted to the computer. She meets many young people with an extraordinary aptitude for the technology.

I have lived local high school students to do conversions of programs from one computer model to another. They have done some really fine work in this area. This is a real skill, since it requires that the person doing the work be very familiar with the programs and mechanics of two very different machines.

Children have to have to inhibition when it comes to computers, she observes. They are just not intimidated. They start punching keys and experimenting, until they get the hang of it. Adults are more afraid. They think that they might break the machine if they don't know precisely what they are doing. Kids love learning things and are very flexible in their understanding. They have so few when it comes to computers—for them it's just a new game.

A new game, maybe. But it's obvious from the experiences of the kids profiled in this article that mastering computer skills is also a new way to make money! ■

**A nationally syndicated
video columnist...and
he's only 11 years old!**

VID KID

RAWSON STOVALL

by Timothy Bay

Teens are known for doing things big, but 11-year-old Rawson Stovall, who hails from Alabama, is remarkable even by the standards of the Lone Star state. At an age when most kids are still struggling to master the basics of grammar and spelling, Rawson writes about video games in a weekly column carried by 36 newspapers across the country.

Rawson's column is called "The Vid Kid" and is popular with readers of all ages has turned this youngster into something of a media star. He has been profiled in dozens of newspapers and magazines, and has appeared on such nationwide TV programs as "The Today Show" and "That's Incredible!" In addition, *Cable News Network* is considering a weekly TV program based on Rawson's column.

The success of "The Vid Kid" has also led to a substantial contract with a major New York publishing house. Signed for a 1984 release, Rawson's book promises to be a game player's bible. It is no surprise that industry leaders look to Rawson Stovall for an inside track on what turns video gamers on these days.

Rawson's "Vid Kid" column covers both the arcade game beat and the home front. So far Rawson has reviewed over two hundred game cartridges, interviewed arcade spots for tips on playing the games, and kept his readers posted on the latest vid thoughts.

Since buying his first game system two years ago, he has accumulated almost a dozen home game systems and computers. Rawson spends two sometimes three hours a day checking them out, but he is the first to admit that he is no video game wizard. "I'm just a fair player myself," Rawson says. As for the writing side of his job, he says, "It's never boring. There are new games all the time and technological advances every week."

A few months back, Rawson reviewed a ColecoVision® Video Game System and cartridges, and has since become a Coleco convert. He has given both the system and the cartridges high marks in his column, and talks enthusiastically about the quality that set Coleco apart from its competitors. He is most impressed with the versatility of the system. "At these different budgets—the expansion modules, the Atari® adapter, the Super Game Pack—inside the Coleco system really exceptional," he claims.

Rawson is currently learning computer programming, mastering the dropcap wonders of BASIC, and actively working out several game concepts. For Rawson, video games provided a natural bridge to his blossoming interest in computers. As he puts it, "After playing the games, I wanted to know how they worked. I think that this is true with a lot of kids. It's really a whole lot more fun playing video games if you know how they work—and to know how they work you have to know something about computers."

How did Rawson get started on his road to becoming a video kid for the video game generation? Well, remarkably, no professionals for someone his age. That's how. A year and a half ago, he simply walked into the offices of his local paper, the *Adelphi Register News*, and asked to see the executive editor. He was carrying with him five four sample columns and an outline for a year's worth of articles. Recognizing that Rawson really understood the subject, the editor gave him his break and

the young journalist was soon off peddling his columns all across the Midland and Southwest. He succeeded in selling "Vid Kid" to ten newspapers before it was picked up by the United Press Syndicate.

The kind of industriousness, however, is typical of Rawson. Last year he raised \$5,400 in one month for Alabama's Mental Health Association, earning him the Governor's Award for Outstanding Volunteer Service. Two years ago he won the Top Salesman Award for selling a record number of supper tickets for the local PTA. In fact, he bought his first video game from money he earned collecting shelling and selling seashore door-to-door.

And what does this plucky 11-year-old and entrepreneur plan to do when he grows up? Rawson has a characteristically practical answer to that question: "I have four choices in mind for when I get older," he says.

That is to be a video related person, continue as a columnist, become a game designer, or be the president of a foreign game company.

At the moment going, Rawson will probably excel in all four careers. ■



STRATEGY TIPS FROM MARK AND SUE

Our Experienced reporter met with Colorado's resident-game testers and heard these helpful hints.



by Universal

Mark: I always go for the beads to keep up points, and I use apples only when there's a harder threat to get than otherwise they go to waste.

Sue: But you should use all the apples. I could once I they're gone, that's when the diamond comes out.



by Sega

Sue: I always go for the ships in the sky, cause they're worth more points.

Mark: I see you've been reading the instructions.

Sue: That's smart! To get the green higher planes, it's best to work from outside side — left to right or right to left.

Mark: Easy as said than done.

Sue: Maybe, but I never attack one plane in the water too long, cause you're a sitting duck for torpedoes.

Mark: Speaking of ducks, when missiles are coming at me, I duck.

rather than fly right there, because you don't get any points for ducking them.



by Billy Midway

Sue: In the laser attack scene, you know that I top guy who fires the laser?

Mark: Not personally.

Sue: Listen, Mr. Connelan, the best way to get him is to wait until the last of a laser passes by you, then fire at him — cause he stays in place for an extra second, long enough to get him.

Mark: What a nice insight.

Sue: And to destroy the Mother Ship, I clear as much of the force field as possible and then get ahead of her. She'll move up into your tail.

Mark: I just like in the thriller scene. When you're only got a few left, go in the direction they're going, but a little ahead of them, and they'll run into your bullets.

Sue: It'll make a fighter out of you, yet.



by Sega

Sue: I think a goal is telling which way you can't fly around.

Mark: I guess a matter of playing a lot and remembering where they are. As easy as that, I fly low through the oceans, because it gives me more space to maneuver.

Sue: What do you do with the sea com?

Mark: Well, when they come out from the side, I stay in the top of the screen.

Sue: Right, but when they come a circling up, be in the left bottom corner.

Mark: Then I stay in the corner, cause they'll come right into my line of fire.



by Konami

Mark: If there's a lot of host on the screen, I start to circle, cause they'll follow and I can lead them right off the screen.

Sue: Actually, I prefer to fly in one direction, cause when you fly in circles, you tend to get re-surrounded by planes.

Mark: Yeah, but sometimes you have to turn around to get the clusters of planes far extra points.

Sue: True, but don't follow them off the screen (or anything else, for that matter) because they disappear.



by Century II

Sue: I like to get the dinosaur as soon as he appears, otherwise he leaves cause it's over and it's a long cleaning up after him.

Mark: And I especially keep the bottom of the screen clear of coal so the dinosaurs don't suddenly come down on me.

Sue: Oh, so you stay at the bottom most?

Mark: Yeah, it keeps you from being surrounded.

Sue: Another trick for trailing S.I.T.H. is to get real close to the dinosaur when you kill him. You get more points the closer you are.



by Billy Midway

Sue: There's a trick to staying alive.

Mark: You mean the mouse?

Sue: No, faster — in Omega Race, if you come up from behind and blast the droids, you will get as many points, but you'll stay alive longer.

Mark: Right. And if the droids start on the left they'll move clockwise, and if they start on the right they'll go counterclockwise.

Sue: Since when can you tell time?

Mark: Since now it's time to get back to work.

READER TIPS

SPACE PANIC

by JEFFREY

Try this if you're trapped by a creature and have no ladder and no time to dig a hole. Dig your finger in front of the creature. When the creature falls into the pitfall hole, push the joystick to run towards the creature and hold it. Your spaceship runs in place until the creature starts coming out of the hole, then runs safely through the creature. NOTE: This only works for one creature at a time.

Charles McGrew Bowlingbrook, IL

Congratulations! This was a free contest. Hope this is the best tip! —CD

ZAXXON

by SEGA

I have an almost unbeatable way to destroy Zaxxon. Before Zaxxon enters the screen, move to the 2½ attitude mark and move all the way to the right. When Zaxxon fully enters the screen, move a little to the left and fire away!

Doug Oberle Burke, VA

When something an asteroid, your plane doesn't have to be at the top of the screen to get over the wall. It will clear the wall when your high-low meter is just a tad above the third step from the top. That gives you more time to swoop down and shoot the two fuel tanks at the beginning of the asteroid.

Ralfard Zimmerman Chicago, IL

LODYBOP

by SEGA

When you first start a screen, before you eat any of the letters, eat the hearts for maximum point values. Also keep trying to split! EXTRA, as many times as you can, since on higher levels you will need as many lives as you can get.

Bruce P. Robinson Sacramento, CA

Looping!

by MICHAEL L. BENT

When you're over the hole where the ball was, bring the plane straight up so it will bounce off the top wall. On the way down, keep shaking. This way you will hit the ball and it will be safe to go in the inner room. Then drop on the line that says "END" and start over!

Gregory S. Stangorward
Holston, Nova Scotia

DONKEY KONG

by SEGA

Normally, grabbing the hammer and hitting barrels isn't advisable because of the time you have to spend holding onto the hammer. But when you feel you have missed enough points from the hammer, there is a way to get rid of it ahead of time. If you run Mario off the edge of the second or third floor and he falls onto the floor below, the hammer will disappear and Mario will not die. Using this strategy, I have been able to attain scores as high as 4,000 on the first screen.

Steven Pogue Baltimore, MA

I call this trick the "Black Hole." In the "Gutter" screen when the game starts, move Mario to the first broken ladder. Climb all the way up that broken ladder, then climb back down and take two steps to the left. Then jump to the right, and Mario will go straight through the bottom of the screen. Mario will appear on the next screen, the "Red Screen." By the way, the DONKEY KONG cartridge that came with the system in 1982 is a little different. The difference is that it will take ten seconds longer and you do not start on the Red Screen right away. Instead, Mario will land in front of the two ladders that are in front of Donkey Kong. Move to the left and climb the ladders as usual.

Paul Chang Flushing, NY

On the Ravets screen, rack up a lot of extra points by moving up to the second order, grabbing the hammer, hitting a glass football and staying

right there. The footballs come out there and it's easy to get about 1,500 points by standing still. Also, it's possible to grab the girl's hat by running to the right on the first order and jumping to where the hat is on the second order. On the Cleveland screen, you can embarrass Donkey Kong by standing close to him and running up and down. His face will turn brown.

Dean Olsen Santa Clara, CA

SMURF

Rescue in Gargamel's Castle

Always jump off the edge of the screen in the fields so that if there is a 300-point bluff on the road screen, you can super jump it immediately.

Jason Demerits Springfield, MA

CARNIVAL

by SEGA

When a duck begins flying to the bottom of the screen, move beneath it and fire. If you then don't panic—don't even move!—eventually the duck will make another pass across your line of fire and you'll have an easy shot. Never follow its flight path because you'll waste shots and often not even hit the duck at all.

Devin Lutz Granada Hills, CA

SPACE FURY

by SEGA

Always thrust (with short bursts) straight up, without turning. You'll go off the screen at the top and reappear at the bottom. Maintain rapid firing at all times. The advantage you will gain is due to the fact that your bullets will now wrap around the screen, giving you hits in front as well as behind you. This really doubles your effective firing power.

Dick Pineda Oak Creek, WI

—from C.V. Stone

COMPUTER CORNUCOPIA

Q: Will Coleco be making accessories to ADAM? that will enable owners to use additional hardware and software?

A: Yes. Coleco plans to add continuously to ADAM's capabilities. Already identified are: an RS-232 interface which will make ADAM compatible with most standard hardware peripherals; a disk drive; an optional digital data drive; a clock/calendar; a smart phone/calendar; and an electronic cash-out. Plus, of course, the 64K RAM expansion package. And there's more to come!

GAGGLE OF GAMES

Q: How does ADAM compare with other cartridges for the ColecoVision? Video Game System?

A: Yes. Yes. Yes! Many ColecoVision videogamers have asked this question. As you can see in the name of Experience, there are a lot of new carts in the works. And don't forget that all cartridges and modules work on ADAM.

THE COLECO CONNECTION

Q: I own a ColecoVision and I have talked my parents into investigating the ADAM. I want to know if I need to buy a whole new system or if I can hook it up to my ColecoVision. Also, does it consume more energy than just the ColecoVision?

A: ADAM can be purchased as an Expansion Module for the ColecoVision Video Game System for about \$100 less than the stand-alone system. Both units use less energy than a 100-watt light bulb.

MICROVISION

Q: The main reason I bought a ColecoVision is that I loved getting into working on a computer keyboard that will turn it into a home microcomputer. My idea of the ultimate computer is to have a 10 to 20K ROM memory, 16 to 48K RAM memory, a 60 to 70 key typewriter-style keyboard with upper/lower case, cursor movement, inverse video, full screen editing and file input; a printer later on; languages such as BASIC and PLDT and ASSEMBLY; communications capability; optional speech synthesizer; 8-bit or 16-bit microprocessor; adapters that will accept software from others; a screen size of 40 x 24 characters or a character/word switch—40 x 24 on our computer, sound with 4 voices/5 octaves each with a variable volume and tone; a high noise generator for sound effects; and 16 screen colors.

All these specs should make the computer keyboard expansion and so sensible that buying any other microcomputer (except the 64K one) was to be a mistake.

A: Now! Sounds a lot like ADAM to us.

HORSE 'N' BUGGY

Q: How many levels are there to LADY BUG? and what is the last vegetable?

A: There are four selectable skill levels with 16 progressively more difficult boards in each LADY BUG. (The designers claim that the game will coast up to 60 boards, but beyond that, who knows?) The last vegetable is a horseshoe. Call your head out!

BYTE BY BYTE

Q: How much program memory does a ColecoVision video game take?

A: A typical ColecoVision video game has a program memory of 16 to 20K. (One K is equal to 1024 characters or bytes of computer information.)

DELAY OF GAME

Q: When I turn on my ColecoVision why is there a few seconds delay before the video game menu appears?

A: There is a 12 second pause at the start of each ColecoVision video game to advertise the game name.

ADD 'EM TO ADAM

Q: Can I use the ColecoMouse Expansion Module #2 with the ADAM?

A: You sure can. ADAM is the best video game player you can buy. ADAM accepts all ColecoVision expansion modules and cartridges, plus the Super Games which include all the arcade classics, all the bonuses, all the intermissions, and even a Hall of Fame.

OK!

Q: How much K of RAM does the ColecoVision unit alone have? And how much will it have when the expansion modules are inserted into the unit?

A: The ColecoVision Video Game System has 16K of RAM. ADAM, the ColecoVision Family Computer Expansion Module, has an additional 64K of RAM, and can be expanded to 144K with the purchase of the optional 64K memory module, due out 1988. Expansion Modules #1 and #2 do not have their own RAM memory.

ARCADIA

Q: Can selected original arcade titles still be available as video games for ColecoVision?

A: LARZAN? FRENZ? THE CURSE OF HALLOWEEN? SUPER ACTION? FOOTBALL and FRONT LINE?

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COLECO QUIZ

COLECOVISION CARTRIDGE WORD SEARCH

by Jeffrey Hall



Answers

Here's a word search game specifically designed to test how much you know about the exciting and ever-expanding list of video games made by Coleco. Designed by Experience Master and Coleco fan Jeffrey S. Hall, of Channah, IL, this word search chart is hiding the names of 59 popular video games by Coleco—all arranged so their names are spelled vertically, horizontally, diagonally or backwards and—page—at a right angle.

Jeffrey calls his pupils, slice and dice, so we're giving you a headstart by cutting the game names into 100" for you. All you've got to do is find and circle the 22 other great game names on this chart, then check your answers with our key below by holding this page up to a mirror. See how well you match wits with other Coleco pros. And check your deft game collection against our list so you won't miss any of the fun of video games by Coleco.

A	J	S	D	H	G	O	S	T	O	C	Q	N	O	P	Q	Z	X	I	J	S	H	Y	B
C	K	M	Z	E	M	U	E	F	B	N	P	B	T	I	A	H	J	Q	Z	P	C	A	B
J	H	V	D	T	S	D	B	O	X	C	Z	A	O	J	M	Z	E	A	Y	Q	Z	P	Q
N	Z	M	G	U	T	T	I	Y	R	O	C	K	Y	H	O	K	N	U	T	B	A	X	B
Q	K	H	B	X	S	A	R	W	D	E	T	J	N	O	K	L	O	N	O	C	B	P	Z
P	A	J	V	N	Z	E	D	U	Y	A	T	M	I	Z	E	M	L	O	E	A	J	Q	O
Q	F	L	I	A	B	R	T	Q	X	L	L	A	B	T	O	O	F	L	T	S	W	B	
Z	F	H	D	C	K	U	U	R	U	T	B	O	X	K	J	A	U	B	A	J	H	Y	L
L	T	F	F	B	O	T	G	Z	A	N	I	B	N	H	R	Q	Z	T	Z	L	L	A	
O	O	O	G	W	M	N	A	N	O	P	M	O	Y	K	Y	U	R	A	A	B	H	Z	C
O	P	O	P	K	L	E	Z	Y	W	D	J	R	N	O	S	A	S	X	L	H	X	O	K
P	M	M	N	L	A	V	I	C	T	O	R	Y	Z	D	A	H	X	R	Y	O	Y	J	J
I	E	Z	R	G	H	D	B	N	D	N	S	J	N	A	E	Q	T	Y	S	P	L	S	A
N	O	P	C	X	T	A	N	I	I	K	H	D	O	S	H	R	Y	X	G	T	O	H	C
G	Z	H	P	I	J	R	Y	O	L	E	A	L	J	H	Y	A	B	E	N	Q	P	L	K
U	S	B	X	E	N	H	Y	R	M	Y	Q	T	A	J	B	Y	X	Y	F	U	C	H	P
B	M	A	W	L	R	A	Q	W	Z	K	C	I	H	V	A	T	L	O	R	Y	U	Y	O
O	U	C	Y	Y	R	T	P	R	X	O	E	L	S	N	I	M	Z	L	O	Z	R	M	R
K	R	E	Y	W	H	E	W	E	P	N	I	G	C	O	J	N	O	M	O	T	P	H	K
M	F	M	Z	O	X	B	B	O	G	G	R	N	Z	B	S	A	R	N	P	L	P	O	E
O	R	L	O	W	O	E	S	N	T	A	Z	I	L	N	H	Z	P	A	G	O	O	L	R
N	E	V	N	O	G	R	C	J	E	O	P	K	O	L	B	H	Q	Z	C	G	O	D	N
Z	S	O	O	A	G	Z	M	O	B	Y	S	X	Z	A	Y	S	Y	L	N	O	P	C	
Y	C	U	M	R	F	N	R	Q	Q	A	A	Z	T	O	K	B	Y	T	O	P	O	Y	C
O	U	T	P	D	T	O	Z	P	X	U	C	Y	J	L	N	E	O	O	S	Y	M	X	
Q	E	O	X	N	C	P	F	N	E	Y	M	O	I	H	O	L	S	Y	T	N	M	B	
A	J	M	T	O	P	P	J	M	A	B	H	B	N	M	Z	C	N	L	A	Y	Y	Z	M
Z	S	D	E	N	H	Y	K	P	O	U	Y	H	J	Q	S	A	O	Y	A	B	Z	Y	L
E	H	A	O	X	Z	V	H	B	R	N	E	S	I	Z	A	O	Y	Z	P	A	M	X	X
G	N	O	I	J	B	Z	O	W	U	R	Y	N	S	L	E	K	C	M	O	U	P	Z	O

Hold page up to mirror for answers

VIDEO MART



QUARTER FLASK

Tired of reaching in your pocket for a quarter and getting a handful of wadded up Kleenex? Never again with the Video Coin Holder from Nicolette Productions. The velcro-secured pouch contains a clear plastic quarter dispenser capable of holding 99-00 quarters. It attaches securely to any belt and comes in six imaginatively named colors: Galactic Red, Electric Blue, Lunar Lavender, Cosmic Black, Military Camo, and Orbit Green. The pouch sells for around \$7.95. For more info, write to Nicolette Productions, P.O. Box 2918, Newport Beach, CA 92663.

CLEAN SWEEP

You wouldn't wash your face with a desktop. Likewise, you wouldn't clean your new ADAM™ computer with a dry and itchy sponge. The computer care kit from RSI provides lint-free cloths, flexible wands, and sealed packs for cleaning keyboards, monitors, heads and monitors. There are 25 wands per pack. Extra wands, cloths, and static sprays and cleaners are also available. For details and prices, write to RSI, 4501 North Ravenswood Avenue, Chicago, IL 60630.



DOUBLE YOUR FUN

This combination joystick and paddle controller is designed especially for your Atari 2600/5200 ColecoVision Expansion Module #1 or Game/TV Video Game System. The eight-directional joystick is more responsive than standard joysticks. Rotary paddle control is engineered for smooth action, and the multi-function side button is placed for maximum response time. Check it out wherever Coleco products are sold.



STASHING THE GOODS

Getting distracted for the game wouldn't be so bad if it was the Video Game Bench from Recreational Products. Padded and lit up to store your ColecoVision addresses and up to 80 cartridges. Console can remain in the removable tray during use. Sturdy wood cabinet is finished in washable wet-wipe-grade (vinyl) and features deluxe controls. Write to Recreational Products for more details. While you're at it, ask about their custom video game storage center with disc cover. Recreational Products, Inc., 3142 W. Fullerton, Chicago, IL 60612.



VIDEO MART



KID VID™

Colco introduces the TALKING video game system designed for kids. The complete educational and entertainment package includes a video game console which will play Atari™ 2600 VCS compatible cartridges as well as new Play n' Learn games. It also features the Kid Key™ voice module which doubles as a portable cassette recorder/player. The Play n' Learn game set *SAWYER™ SAYS TWO DASH* featuring three separate games is also included and a *DOM-KAY KONG™* cartridge is an added bonus. Voice module requires four C-size batteries (not included), but you can save money by using Colco's *PowerPower™* adapter. Ask your local Colco/RadioShack dealer about Kid Vid.



PACKING IT IN

Show your allegiance with Colco's "Krazy" Back Pack, Barrel Bag or Shoulder Pack from Classic Covers, division of Oregon Industries. Back Pack has padded straps, comes in royal blue or silver and costs \$12.99. Barrel Bag measures 14 by 18 inches, also comes in royal and silver and goes for \$2.99. Shoulder Pack is 12 by 18 by 7 inches, comes in red or silver with adjustable straps and costs \$12.99. All three bags are made of durable nylon. To order call Classic Covers toll free directly (800) 952-9910 and ask for Mr. Fritz. Visa and MasterCard are accepted. Classic Covers also makes and retails vinyl covers for the Colco/Radio and ADAM computer systems from \$7.99.

HANDI CONTROLLER

The FingerTip Controller from KY Enterprises is designed with the handicapped player in mind. Its joystickless operation allows all functions to be controlled by one hand. Model 201 pictured here features 8-directional action, fire and bomb buttons, unbreakable case, and a two year warranty. Gamers who have tried it report that it's easy to control and very responsive. To order by mail send a check or money order for \$22.95 plus \$3.00 for shipping and handling to: KY Enterprises, 185 Claremont #2288 Long Beach, CA 90803.



SOFT TOUCH

For cold winter nights at the arcade, for blister-free digits, or for just plain looking cool, try the Wisconsin Game Glove from Nancy & Company. It got a callus-free palm, not back, and velcro wrist fastener and is available in left or right-handed models. There are

small, medium, and large sizes in men's, women's and kid's categories. You'll never be out of fashion in one of these three designer colors: navy, white or gold. To order by mail, send a check or money order for \$6.95 plus \$2.00 each for shipping and handling to Nancy & Company, 25544 Mission Blvd., Suite 328 Hayward, CA 94541.



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COMPARE*

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ADAM COLECOVISION FAMILY COMPUTER SYSTEM	TIBBS INSTANTMITS SYSTEM	COMMODORE 64	ATARI® 800	APPLE® IIe	IBM® PERSONAL COMPUTER
Console with 64K RAM	Console with 256 RAM	Console with 64K RAM	Console with 48K RAM	Console with 128K RAM	Console with 64K RAM
INCLUDED: Mass memory storage drive, with 1.44MB floppy "diskette" INCLUDED: SMARTWRITER™ word processing built-in INCLUDED: "Letter-quality" daisy-wheel printer INCLUDED: 2 joystick game controller, with built-in numeric joystick INCLUDED: Coloco's SMARTEDGE™ program INCLUDED: The Official BUCK ROGERS™ PLANET OF ZOON™ arcade-quality video game	EXTRA: Expansion/extra-floppy EXTRA: Extra Floppy EXTRA: Floppy interface EXTRA: Printer cable EXTRA: Study wheel game EXTRA: Mass memory drive EXTRA: Joystick game EXTRA: Mfg's word processing software EXTRA: Hit arcade game	EXTRA: Printer interface EXTRA: Printer cable EXTRA: Daisy-wheel printer EXTRA: Mass memory drive EXTRA: Joystick game EXTRA: Mfg's word processing software EXTRA: Hit arcade game	EXTRA: Letter-quality printer EXTRA: Mass memory drive EXTRA: Joystick game EXTRA: Mfg's word processing software EXTRA: Hit arcade game	EXTRA: Printer interface EXTRA: Printer cable EXTRA: Daisy-wheel printer EXTRA: Mass memory drive EXTRA: Joystick game EXTRA: Mfg's word processing software EXTRA: Hit arcade game	EXTRA: Printer interface EXTRA: Printer cable EXTRA: Daisy-wheel printer EXTRA: Mass memory drive EXTRA: Joystick game EXTRA: Mfg's word processing software EXTRA: Hit arcade game EXTRA: Basic programming language

*Comparison information obtained by survey taken August 29, 1983.

For what most companies charge for selling what's inside ADAM, Coloco gives you an 80K computer, a word processor, a printer, a memory drive, a daisy-wheel professional quality keyboard, and a

super game system. All in one package. Ready to use. The most incredible price/feature package ever. Use the chart above where you go to buy ADAM to compare what you'd have to spend for this package

with any ordinary home computer.

And discover that now you can afford to command the powers of a complete computer system for the whole family. ADAM.



ADAM™

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